Anthony Argel
Full Stack Developer

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Education

San Jose State University   **2013-2019**

B.S. Applied Mathematics, Applied and Computational Mathematics concentration

Skills

Frontend: **React**, **NextJS**, **Tailwind**, Bootstrap, HTML5, CSS3, **JavaScript**

Backend: Express, MongoDB, MySQL, **PostgreSQL**, **Node**, JavaScript

Miscellaneous: Version control, Linux, Heroku, Firebase, **Python**, **C++**, Postman, Java

Personal Projects

Dungeon Crawler RPG Engine - C++, Openframeworks - **Video Demo**

- Wrote a JRPG-inspired game engine from scratch.
- Implemented object-oriented design patterns and practices to make sure the code is efficient, readable, and clean.

ASMRdb.net - NextJS, Tailwind, Express - **Live Site**

- A wiki/forum for ASMR-enthusiasts.
- Frontend was designed with the intention of making reusable Tailwind-styled, mobile-first React components.

DLSite Scraper - Python, Selenium, PostgreSQL - **Video Demo**

- A python project that scrapes data from a website and saves it to an SQL database or a CSV file.
- Uses libraries such as psutil to make sure resources do not run out while scraping.
- Reduced scrape time by roughly 50% by making the scraper run multiple instances asynchronously.

Activities

Spartan Starleague Team 2 - *Manager*   **2013-2018**

- Managed a group of 9 individuals for a competitive university gaming club focused on League of Legends.